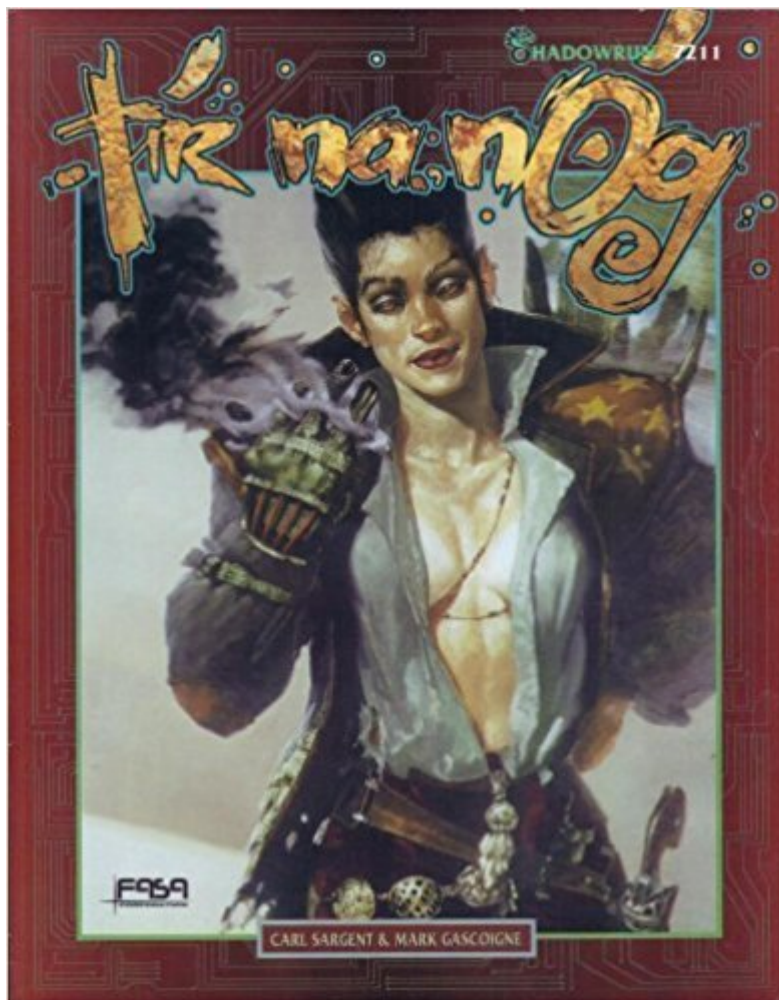


The book was found

Tir Na Nog (Shadowrun 7211)



Synopsis

Tir na nOg, the Land of Youth. Long protected by a powerful Veil, the former nation of Ireland now stands revealed in its Awakened power. Who are its masters? Where did they come from? And what does its emergence hold for the world of 2054?

Book Information

Series: Shadowrun 7211

Paperback

Publisher: Fasa (September 1993)

Language: English

ISBN-10: 1555602096

ISBN-13: 978-1555602093

Product Dimensions: 0.5 x 8.8 x 11.2 inches

Shipping Weight: 15.2 ounces

Average Customer Review: 3.7 out of 5 stars 3 customer reviews

Best Sellers Rank: #361,757 in Books (See Top 100 in Books) #15 in [Books > Science Fiction & Fantasy > Gaming > Shadowrun](#) #19438 in [Books > Science Fiction & Fantasy > Science Fiction](#) #24710 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Tir na nOg, the Land of Youth. Long protected by a powerful Veil, the former nation of Ireland now stands revealed in its Awakened power. Who are its masters? Where did they come from? And what does its emergence hold for the world of 2054?

The problem with discussing the nigh silly and completely inpenetrable land of tir na nog is mainly that.....why on earth is the Tir Tairngire information(which ,given it's close proximity to seattle makes it fairly likely to pop up in a number of plots and schemes) so sketchy and vague in comparison to the detailed(maps,THEY included MAPS,road maps,county maps,ley lines...yay!)near fully fleshed out Tir Na Nog? Factor in the the distant locale, impossiblility of 'visiting', and the fact that ireland is pretty much removed itself from world politics,and it's easy to see why this book isn't used that often. Tir Na Nog as a sourcebook will be of very limited use to the majority of stroytellers out there, but would certainly be mandatory for anyone playing in an Eire campaign.It's a book that makes most GM's go 'whoa...that's pretty cool' and then toss under the Germany and Lone Star Sourcebooks while playing.

The Scottish world of Tir Na nOg is explained in great detail in this place book. The book explains a new Paths system for Tir Na nOg magicians as well as new magical groups, and even a new type of magician! Tir Na nOg also has very detailed information about the culture of the shady world of the Elven Court.

I found that the Rules and information Described in it Was Crucial to Properly Running a Elf In that political and volatile time.

[Download to continue reading...](#)

Tir Na Nog (Shadowrun 7211) Shadowrun Damage Control Boardroom (Shadowrun (Catalyst)) Shadowrun Sacrificial Limb Boardroom 2 (Shadowrun (Catalyst)) Shadowrun Unwired *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Runners Companion (Shadowrun Core Character Rulebooks) Shadowrun: Shadows of Asia (FPR25007) (Shadowrun (Fanpro)) Shadowrun Attitude (Shadowrun (Catalyst)) Shadowrun Seattle 2072 *OP* (Shadowrun (Catalyst)) Shadowrun Corporate Enclaves (Shadowrun (Catalyst)) Aztlan: A Shadowrun Sourcebook (Shadowrun 7213) Shadowrun Corporate Intrigue (Shadowrun (Catalyst)) Shadowrun Arsenal *OP* (Shadowrun (Catalyst Hardcover)) Shadowrun Street Magic (Shadowrun (Catalyst Hardcover)) Shadowrun Sprawl Site NA (Shadowrun (Catalyst)) Shadowrun Feral Cities *OP* (Shadowrun Core Character Rulebooks) Shadowrun: Crossroads (FAS5742) (Shadowrun (Fanpro)) Shadowrun 2050 (Shadowrun (Catalyst Hardcover)) Shadowrun: Runner Havens (FPR26005) (Shadowrun (Fanpro)) Shadowrun: Spells and Chrome (Shadowrun anthology Book 1) State of the Art 2063 (Shadowrun)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)